

# Alina von Petersdorff



Copenhagen, DK | m: +49 1777 194 180 | alinavp@hotmail.no | [Portfolio](#)

Technical Project & Program Manager | Certified Scrum Master & Agile Coach

## Career Profile

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As a servant leader and agile manager, I'm passionate about supporting my teams through clear communication and a shared vision. I focus on both results and people, integrating best practices, driving continuous improvement, and managing risks. Known for my reliability, I excel in team building and delivering on time while fostering positive, productive relationships across diverse teams. My approach is driven by a genuine care for my team's success.

## Core Competencies

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- Cross-Functional Collaboration
- Strategic Planning/Execution
- Team Leadership/Coaching
- Workflow/Process Automation
- Agile/Scrum Methodologies
- Regulatory Compliance
- Technical Documentation
- Requirements Analysis
- UX/UI Design

## Professional Experience

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APPVESTOR APS, COPENHAGEN, NOVEMBER 2022 TO PRESENT

### TECHNICAL PROJECT MANAGER

- Provide leadership and motivation to cross-functional teams throughout end-to-end project lifecycles, operating in roles including Scrum Master, Release Manager, and Jira Admin
- Prioritise/delegate tasks, automate workflows, and monitor milestone achievement to drive on-time completion
- Host meetings centring on overall goal attainment, project progress/status, and upcoming initiatives
- Sync with project stakeholders to manage expectations while ensuring transparency

MACKEVISION/ACCENTURE SONG, MUNICH, AUGUST 2021 TO NOVEMBER 2022

### PROJECT/PROGRAM MANAGER

- Engaged with a wide variety of interdisciplinary people, including internal teams, external parties, and customers, while serving as a company representative and advocate
- Distributed assignments based on urgency and team members' specialised knowledge
- Facilitated group meetings, including Scrum ceremonies (sprint planning, daily stand-up, sprint review, sprint retrospective)
- Interfaced with teams distributed across different countries/time-zones

UNITY TECHNOLOGIES, COPENHAGEN, FEBRUARY 2020 TO JULY 2021

### ASSISTANT TECHNICAL PROGRAM MANAGER

- Led internal meetings/workshops with up to 20 participants; focused on Jira usage and new workflow implementation
- Identified and acted upon process improvement opportunities, streamlining operations and standardising the quality of deliverables

BRAIN+, COPENHAGEN, OCTOBER 2017 TO FEBRUARY 2020

### UX DESIGN/CE DOCUMENTATION

- Conducted in-depth research to identify and document user needs and preferences, informing design improvements and product enhancements
- Planned and executed comprehensive testing to ensure usability for individuals with cognitive impairments
- Implemented workflow adjustments to boost efficiency and productivity and in compliance with CE standards
- Hosted internal workshops for the whole company centring on workflow/CE compliance

## Education and Credentials

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MASTER OF SCIENCE IN GAMES, 2021; *IT University, Copenhagen*

BACHELOR OF SCIENCE IN GAME DESIGN, 2019; *Mediadesign University, Munich*

## Certifications

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- Agile Coach (ICP-ACC) (December 2024)
- Advanced CSM (November 2024)
- Game Producer Certificate (December 2023)
- SAFe 5 (SASM) (March 2022)
- Certified Scrum Master (CSM) (February 2020)

## Additional Information

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**Languages:** English (fluent), German (native), French (conversational), Danish (basic)

**Technical Proficiencies:** Microsoft Office, Adobe Photoshop, Jira, Trello, Hansoft, Parabol, Miro, Lucidchart, Confluence

**Interests:** Cooking, baking, going to the gym, digital drawing, learning new languages, gardening, literature, board games/DnD, dancing